1988 EDITION

PRESIDENT ELECT™

APPLE®
48K disk for Apple II with Applesoft ROM, II+, IIe and IIc.

SSI™

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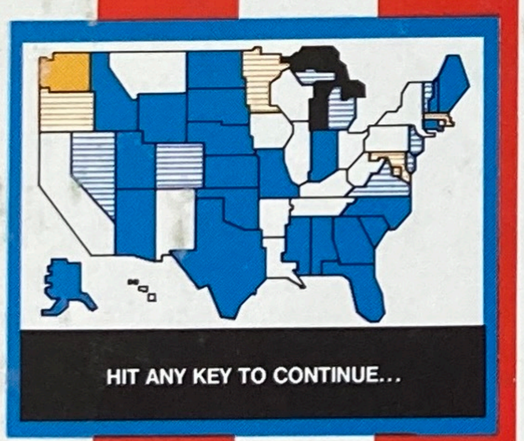
After Reagan, who'll be next in '88? Find out today with PRESIDENT ELECT.

PRESIDENT ELECT takes into account the major electoral parameters to make it an accurate and realistic model of the campaign process. In fact, a major gaming magazine used the First Edition of President Elect (released in 1981) to successfully predict the 1984 election, down to the last electoral vote!

SPECIALLY DESIGNED FOR 1988. APPLICABLE BACK TO 1960. This 1988 Edition includes special rules and features to reflect the upcoming election. But with its 69 rated candidates, you can contest any election all the way back to 1960. You can even make up your own candidates and create intriguing face-offs: Hart vs. Bush, JFK vs. Reagan.

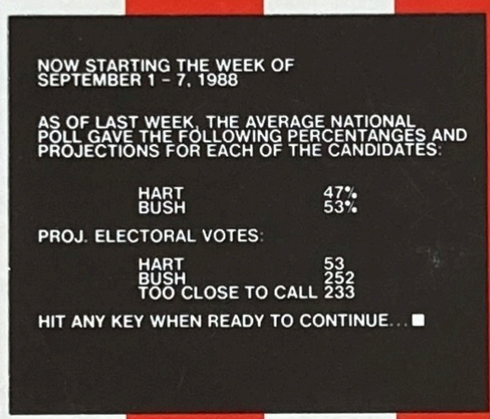
POLITICAL CLIMATE AND ISSUES. At the beginning of the game, the computer takes into account the prevailing political climate of the specified time based on economic factors and U.S. and foreign news. The candidates' political persuasions (either preprogrammed or rated by you) will be based on their responses to over twenty diverse issues.



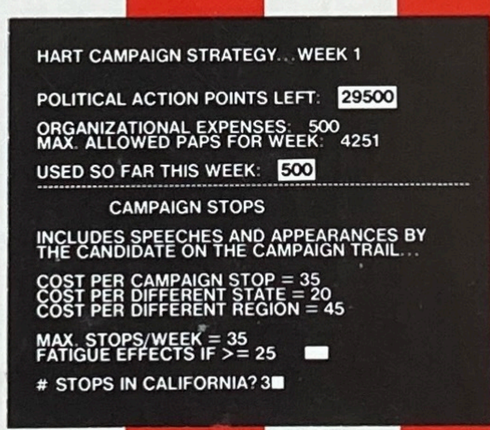
Every turn (week), U.S. map colors states according to the party to which its electoral votes belong. Solid/striped red is heavily/partially Democratic; blue is Republican; white is undecided.

THE CAMPAIGN. You are given a fixed amount of Political Action Points to allocate among national, regional and key-state campaigning efforts. Campaign stops must be carefully planned to avoid fatigue. National and foreign crises may arise to challenge you.

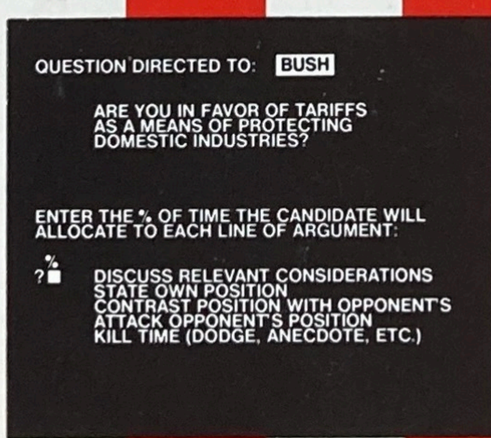
If you wish to debate, you'll be scored on your answers to social, economic and foreign policy questions as well as your speaking ability.



Weekly polls project shifts in popular and electoral votes.

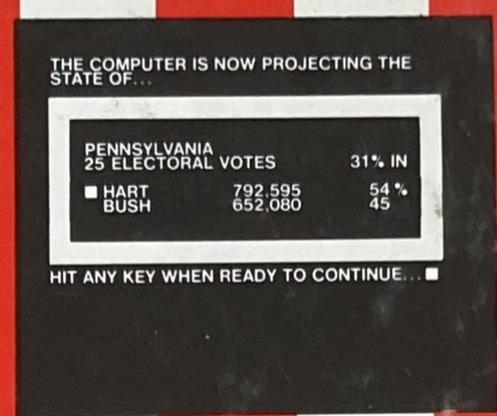


Allocation of campaign resources and data on campaign stops.

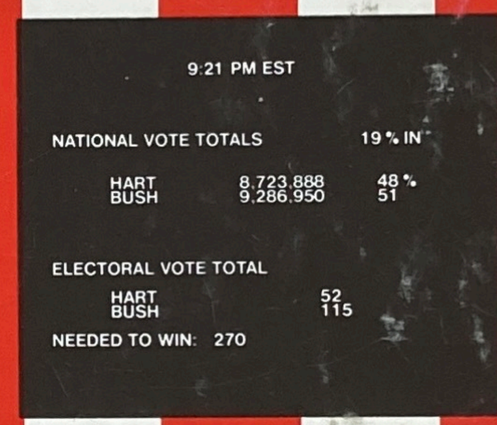


A sample debate question and its possible approaches.

ELECTION NIGHT can be resolved instantly, or it can be simulated minute-by-minute.



The computer makes its election night projections.



Actual election night vote counts.

THREE-PLAYER GAME. President Elect accounts for the Republican, Democratic and possible third-party candidates. The computer can play any or all three positions.

It can also be programmed to play a game over and over again, with major parameters changed each time to see how a particular election turns out.

Simulated screen displays shown are from the Apple®. Displays from other computer(s) may vary. Apple is a registered trademark of Apple Computer, Inc.

MADE IN U.S.A.

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PRESIDENT ELECT AP

1988 EDITION

PRESIDENT ELECT

SEAL OF THE PRESIDENT OF THE UNITED STATES

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APPLE®

48K disk for Apple II with Applesoft ROM, II+, IIe and IIc.

Simulate the 9-week presidential campaigns from 1960 to 1988 using historical or potential candidates, or create your own.

Over 20 questions rate each candidate's positions.

Plan campaign stops and allocate resources among national, regional, and state campaigning.

Map shows each state's weekly political position.

Includes polls, current events, crises and debates.

Election night covered instantly or by the minute.

3-player game for Republican, Democratic and 3rd-party candidates; computer plays any or all 3.

Can save game in progress for later play.

STRATEGIC SIMULATIONS, INC.

PRESIDENT ELECT
1988
EDITION
PRESIDENT ELECT was designed by Nelson Hernandez, Sr.
PLAYING TIME: 1 to 2 Hours.
Box cover design by LOUIS HSU SAEKOW.
PRESIDENT ELECT

PRESIDENT ELECT
After Reagan, who'll be next in '88?
Find out today with PRESIDENT ELECT.
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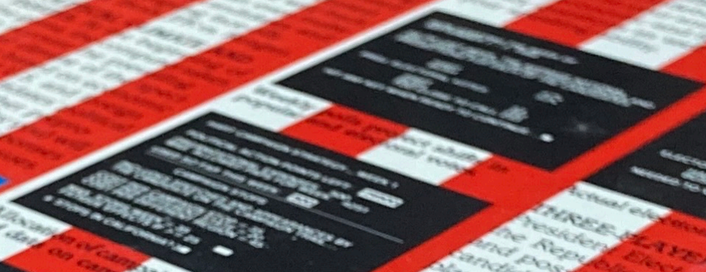

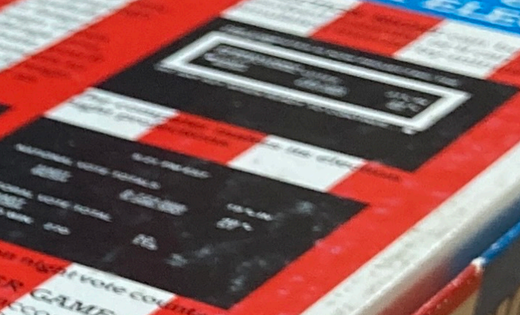

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THREE-PLAYER GAME
President Elect accounts for the Republican, Democratic and possible third party candidates. The computer can play any or all three positions. It can also be programmed to play a game over and over again, with major parameters changed each time to see how a particular election turns out.

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PRESIDENT ELECT AP

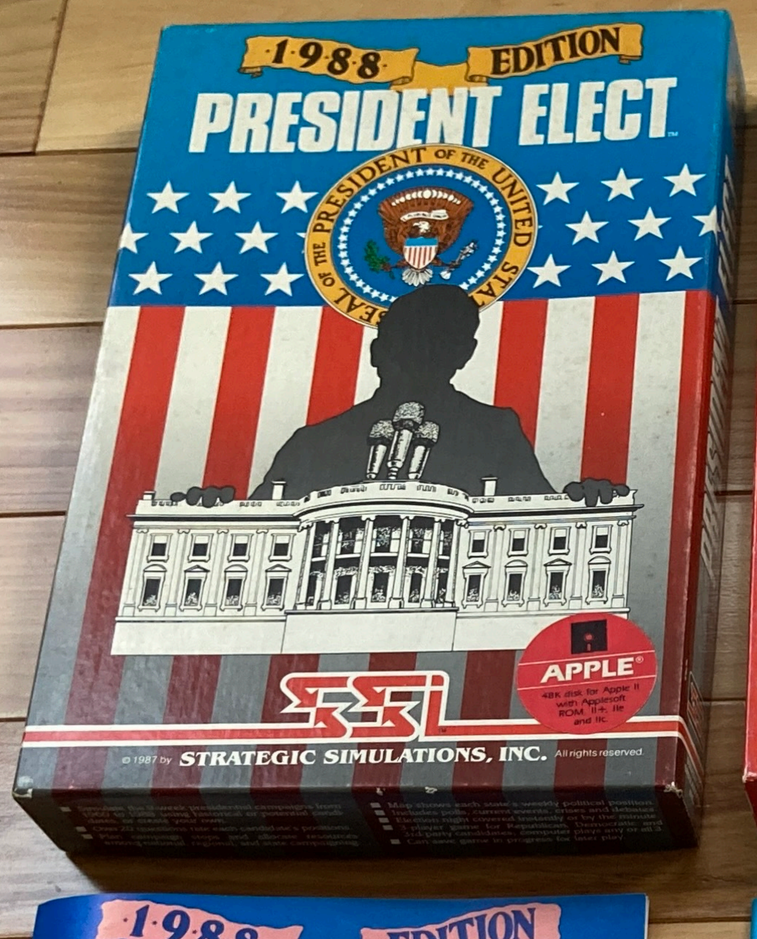
PRESIDENT ELECT

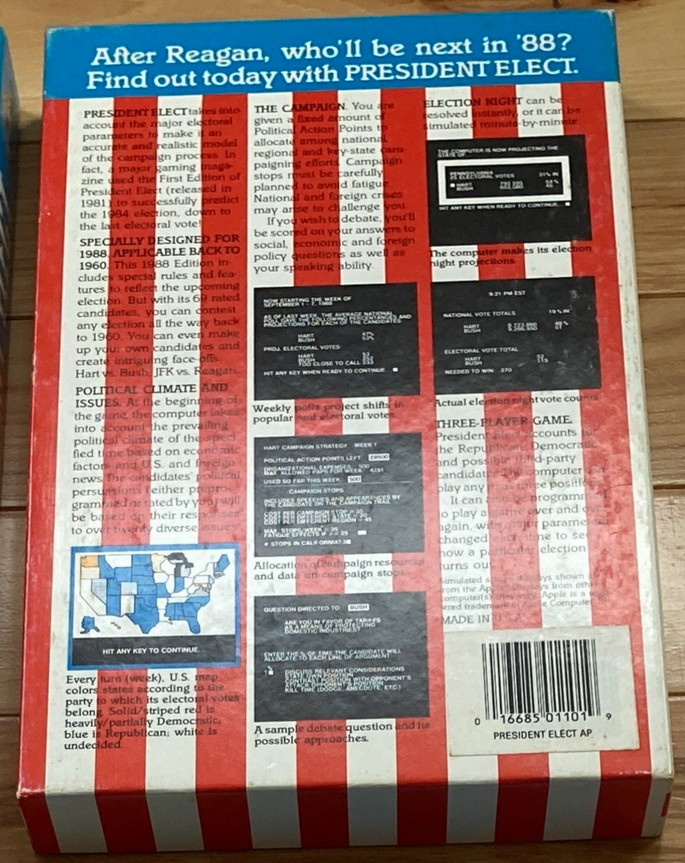
STRATEGIC SIMULATIONS INC.

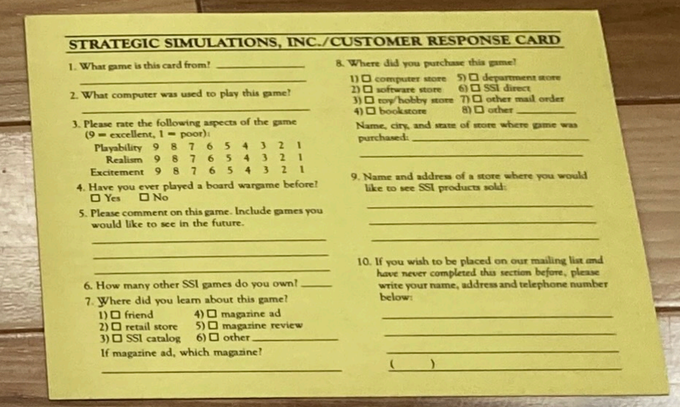
- Simulate the 9-week presidential campaigns from 1960 to 1988 using historical or potential candidates' dates, or create your own.
- Over 20 questions rate each candidate's position.
- Plan campaign stops and allocate resources among national, regional, and state campaigning.
- Map shows each state's electoral votes. Includes popular, current election results.
- 3-player game for Republican, Democratic, and third party candidates.
- Can save game in progress for later play.

PRESIDENT ELECT
STRATEGIC SIMULATIONS INC.
1988 EDITION
PRESIDENT ELECT
PRESIDENT OF THE UNITED
PRESIDENT ELECT
SSI
STRATEGIC SIMULATIONS INC.

PRESIDENT ELECT
PRESIDENT ELECT was designed by Eliseo Ramudo, Sr.
PLANNING TIME: 1 to 2 hours
1988 EDITION
PRESIDENT ELECT
SSI
STRATEGIC SIMULATIONS INC
PRESIDENT OF THE UNITED
PRESIDENT ELE

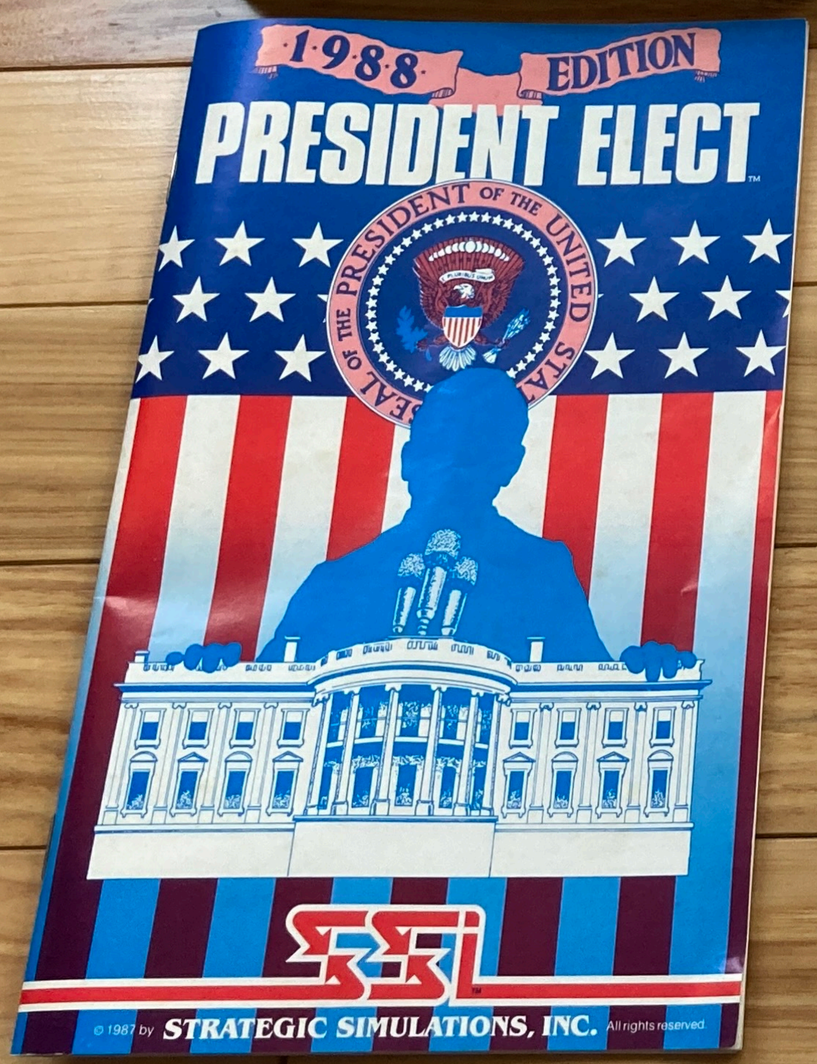






STRATEGIC SIMULATIONS, INC./CUSTOMER RESPONSE CARD

1. What game is this card from? _____
2. What computer was used to play this game? _____
3. Please rate the following aspects of the game (9 = excellent, 1 = poor):
   Playability 9 8 7 6 5 4 3 2 1
   Realism 9 8 7 6 5 4 3 2 1
   Excitement 9 8 7 6 5 4 3 2 1
4. Have you ever played a board wargame before? ☐ Yes ☐ No
5. Please comment on this game. Include games you would like to see in the future. _____
6. How many other SSI games do you own? ____
7. Where did you learn about this game?
   1) ☐ friend 4) ☐ magazine ad
   2) ☐ retail store 5) ☐ magazine review
   3) ☐ SSI catalog 6) ☐ other _____
   If magazine ad, which magazine? _____
8. Where did you purchase this game?
   1) ☐ computer store 5) ☐ department store
   2) ☐ software store 6) ☐ SSI direct
   3) ☐ toy/hobby store 7) ☐ other mail order
   4) ☐ bookstore 8) ☐ other _____
   Name, city, and state of store where game was purchased: _____
9. Name and address of a store where you would like to see SSI products sold: _____
10. If you wish to be placed on our mailing list and have never completed this section before, please write your name, address and telephone number below: _____



APPLE®

1988 EDITION

PRESIDENT ELECT

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STRATEGIC SIMULATIONS, INC.

APPLE®

·1·9·8·8· EDITION

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3. Please rate the following aspects of the game (9 = excellent, 1 = poor):

Playability	9	8	7	6	5	4	3	2	1
Realism	9	8	7	6	5	4	3	2	1
Excitement	9	8	7	6	5	4	3	2	1

4. Have you ever played a board wargame before?
☐ Yes ☐ No

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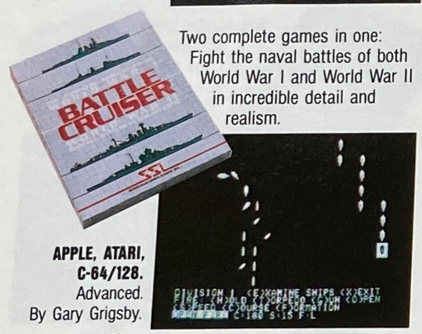
_____
( )

WARGAMES

Three exciting scenarios of land/sea/air battles between the U.S. and Japan, including a hypothetical Japanese campaign to attack Australia.

APPLE, C-64/128. Advanced. By Gary Grigsby. **Note: APPLE is 64K.**



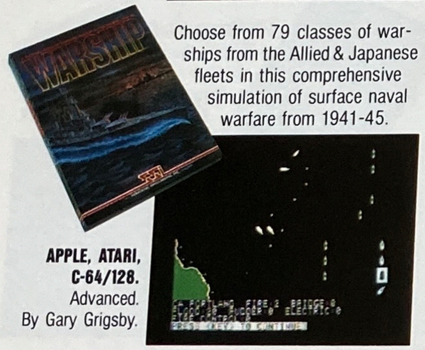
Two complete games in one: Fight the naval battles of both World War I and World War II in incredible detail and realism.

APPLE, ATARI, C-64/128. Advanced. By Gary Grigsby.

APPLE, ATARI, C-64/128, IBM, AMIGA. Advanced. By Gary Grigsby.

AWARD WINNER

"Computer Gaming World" 1985 Best Game: All weapons used on the Russian Front (1941-45) are rated in this best-selling tactical game.

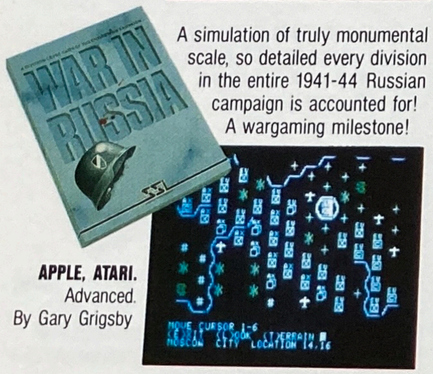


Choose from 79 classes of warships from the Allied & Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45.

APPLE, ATARI, C-64/128. Advanced. By Gary Grigsby.

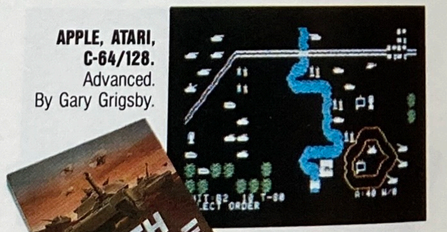
APPLE, C-64/128. Advanced. By Gary Grigsby.

KAMPFGRUPPE™ was the definitive simulation of Russian Front armored warfare; BATTLEGROUP is the ultimate Western Front game.



A simulation of truly monumental scale, so detailed every division in the entire 1941-44 Russian campaign is accounted for! A wargaming milestone!

APPLE, ATARI. Advanced. By Gary Grigsby



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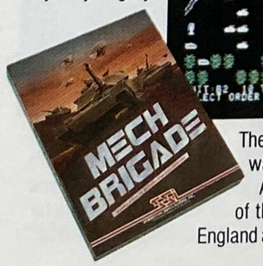
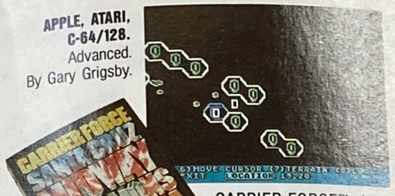
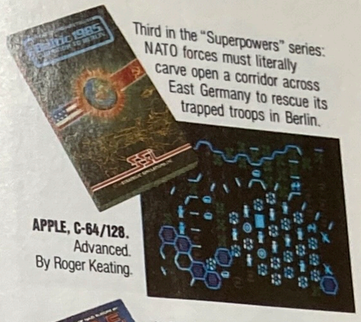


The final word on armored warfare of the 1990's: Almost all weapon types of the U.S., West Germany, England and Russia are included.



APPLE, ATARI, C-64/128. Advanced. By Gary Grigsby.

CARRIER FORCE™ simulates every detail of four major U.S.-Japan naval battles in the Pacific, down to each warship and plane!

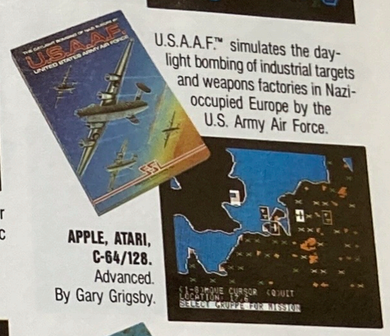


Third in the "Superpowers" series: NATO forces must literally carve open a corridor across East Germany to rescue its trapped troops in Berlin.

APPLE, C-64/128. Advanced. By Roger Keating.

APPLE, ATARI, C-64/128, MAC. Advanced. By Ed Williger & Larry Strawser.

Command ten Germans or ten GI's in super-realistic man-to-man combat. New, improved edition is 40x faster than before!

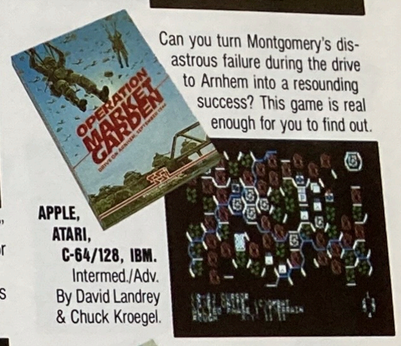


U.S.A.A.F.™ simulates the daylight bombing of industrial targets and weapons factories in Nazi-occupied Europe by the U.S. Army Air Force.

APPLE, ATARI, C-64/128. Advanced. By Gary Grigsby.

APPLE, C-64/128. Advanced. By Roger Keating.

Last in the "Superpowers" series: With Soviet armor frozen solid, guerrilla counterattacks by NATO's ski troops may save Norway.



Can you turn Montgomery's disastrous failure during the drive to Arnhem into a resounding success? This game is real enough for you to find out.

APPLE, ATARI, C-64/128, IBM. Intermed./Adv. By David Landrey & Chuck Kroegel.

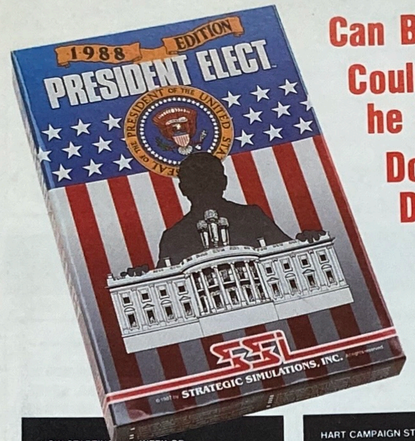
AWARD WINNER

APPLE, ATARI, C-64/128, IBM. Intro/Inter/Adv. By David Landrey & Chuck Kroegel.

"Family Computing" 1986 Strategy & Tactics Game of the Year. The Battle of Gettysburg is re-created in consummate detail and accuracy. **Note: APPLE disk is 64K.**

A grand-tactical simulation of the Civil War's bloodiest day. The battle unfolds in detail so real you'll feel like you're playing a miniatures game!

APPLE, ATARI, C-64/128, IBM. Intro/Inter/Adv. By David Landrey & Chuck Kroegel.

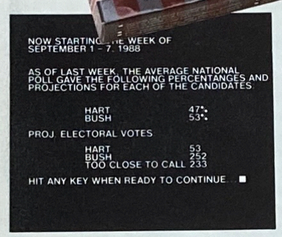


Can Bush win in '88?
Could Hart have won had he not quit?
Do any of the remaining Democrats stand a chance?

For the answers to these questions (and more) today, play PRESIDENT ELECT, 1988 EDITION.

Available now for the APPLE, C-64/128 and IBM.

For more information on this realistic model of the race for the presidency, see page 2 inside.



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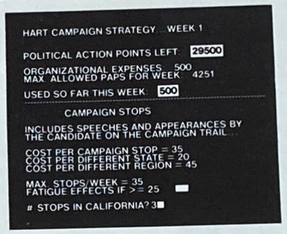

Allocation of campaign resources and data on campaign stops.

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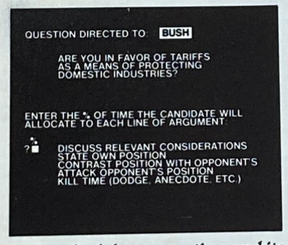

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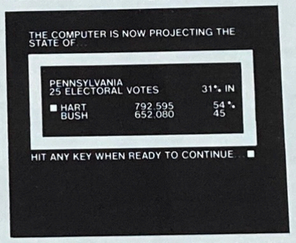

The computer makes its election night projections.

BULK RATE
U.S. POSTAGE
PAID
Permit No. 596
Los Altos, CA

1988 EDITION

PRESIDENT ELECT™

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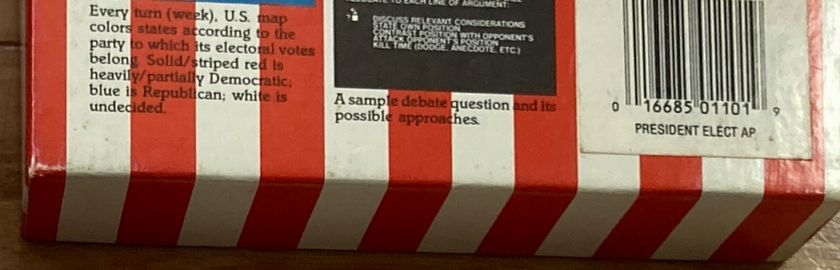
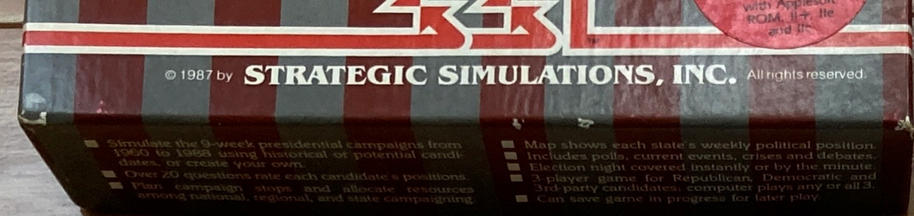


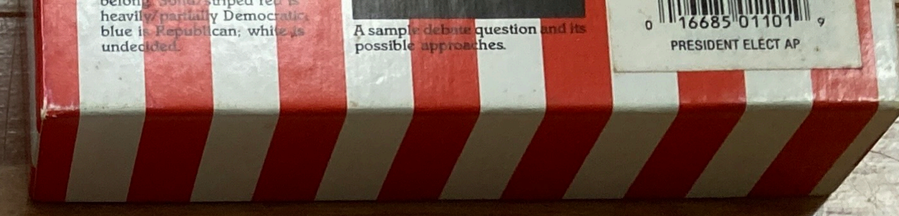
PRESIDENT ELECT

CAMPAIGN STRATEGY SHEET

CANDIDATE _____

	1	2	3	4	5	6	7	8	9
Week									
PAPs Remaining									
Overhead									
National Campaign									
Regional Campaign									
Names:									
Individual State Campaigning									
States:									
Campaign Stops									
Total PAPs Spent Campaigning									
Notes, Like "Debate" or "Trips Abroad"									
Total PAPs Spent									
Weekly Poll Total Votes									
Candidate #1 _____	%	%	%	%	%	%	%	%	%
Candidate #2 _____	%	%	%	%	%	%	%	%	%
Candidate #3 _____	%	%	%	%	%	%	%	%	%
Electoral Votes									
Candidate #1 _____									
Candidate #2 _____									
Candidate #3 _____									
Too close to call									





REPUBLICANS

NAME	SOCIAL VIEWS	ECONOMIC VIEWS	FOREIGN POLICY VIEWS	OVERALL	SPEAKING ABILITY	MAGNETISM	POISE	HOME STATE
ANDERSON, JOHN	68	30	55	51	8	6	7	IL
BAKER, HOWARD	28	32	36	32	5	5	6	TN
BUCHANAN, PATRICK	10	3	1	4	8	2	7	DC
BUCKLEY, JAMES	3	9	10	7	7	4	7	CT
BUSH, GEORGE	39	28	20	29	6	4	7	CT
CONNALLY, JOHN	7	7	16	10	8	5	6	TX
CRANE, PHIL	3	2	15	7	5	4	3	IL
DEUKMEJIAN, GEORGE	49	18	22	29	4	2	8	CA
DOLE, ELIZABETH	54	27	30	37	5	5	7	KS
DOLE, ROBERT	39	25	20	28	4	3	6	KS
DUPONT, PIERRE	44	21	32	32	5	4	6	DE
FORD, GERALD	22	25	17	21	4	4	5	MI
HAIG, ALEXANDER	8	10	3	7	3	3	3	PA
HATCH, ORRIN	7	8	10	8	5	3	7	UT
HELMS, JESSE	0	1	2	1	4	1	4	NC
GOLDWATER, BARRY	1	5	7	4	5	4	5	AZ
KEMP, JACK	36	9	8	17	7	7	5	NY
KIRKPATRICK, JEANE	51	23	1	25	5	1	9	PA
LAXALT, PAUL	9	8	12	10	5	3	6	NV
LINDSAY, JOHN	93	93	80	84	4	5	5	NY
LUGAR, RICHARD	15	12	22	17	5	6	5	IN
NIXON, RICHARD	39	41	30	36	6	5	8	CA
REAGAN, RONALD	10	4	10	8	8	8	7	CA
ROBERTSON, PAT	2	18	14	11	8	4	1	VA
ROCKEFELLER, NELSON	40	30	40	36	5	4	6	NY
SCRANTON, WILLIAM	27	32	15	25	5	5	5	PA
THOMPSON, JIM	26	21	28	25	5	4	6	IL
WEICKER, LOWELL	78	57	74	70	6	3	4	CT

DEMOCRATS

NAME	SOCIAL VIEWS	ECONOMIC VIEWS	FOREIGN POLICY VIEWS	OVERALL	SPEAKING ABILITY	MAGNETISM	POISE	HOME STATE
BABBITT, BRUCE	80	53	78	70	7	6	7	AZ
BIDEN, JOSEPH	71	76	83	76	8	6	3	DE
BRADLEY, BILL	86	32	72	63	5	7	7	NJ
BROWN, JERRY	82	40	86	69	4	4	4	CA
BROWN, JOHN	61	56	55	57	5	6	6	KY
BUMPERS, DALE	69	63	73	68	7	6	6	AR
BYRD, ROBERT	79	64	65	69	6	6	8	WV
CARTER, JIMMY	59	59	65	61	3	4	8	GA
CHISHOLM, SHIRLEY	97	100	98	98	6	3	3	NY
CISNEROS, HENRY	79	70	69	72	8	7	3	TX
CUOMO, MARIO	95	80	84	86	9	7	5	NY
DUKAKIS, MICHAEL	92	79	85	85	4	4	6	MA
FEINSTEIN, DIANNE	91	61	68	73	5	5	7	CA
FERRARO, GERALDINE	94	82	88	88	4	3	4	NY
GEPHARDT, RICHARD	83	47	75	68	6	6	6	MO
GLENN, JOHN	76	61	63	66	3	3	7	OH
GORE, ALBERT	70	76	63	70	6	7	6	TN
HART, GARY	91	77	80	82	5	6	6	CO
HOLLINGS, ERNEST	59	68	65	64	3	4	5	SC
HUMPHREY, HUBERT	91	79	85	85	5	5	7	MN
IACOCCA, LEE	53	36	45	44	6	7	4	MI
JACKSON, HENRY	54	42	31	42	4	2	7	WA
JACKSON, JESSE	87	84	94	88	8	5	2	SC
JOHNSON, LYNDON	78	66	38	60	5	6	9	TX
KENNEDY, JOHN	84	57	37	59	7	8	7	MA
KENNEDY, ROBERT	91	82	70	81	7	8	8	NY
KENNEDY, TED	92	86	87	88	7	7	5	MA
McCARTHY, EUGENE	86	81	97	88	4	7	7	MN
McGOVERN, GEORGE	94	77	95	89	4	3	5	SD
MONDALE, WALTER	92	83	84	86	6	5	6	MN
MOYNIHAN, D. PATRICK	59	62	46	56	8	4	8	NY
MUSKIE, ED	82	75	74	77	4	5	4	ME
NUNN, SAM	56	53	64	57	4	3	7	GA
ROBB, CHARLES	69	47	45	53	6	7	7	VA
ROCKEFELLER, JAY	75	65	69	70	2	4	5	WV
SIMON, PAUL	83	88	88	86	8	5	8	IL
UDALL, MO	72	74	82	76	3	4	5	AZ
WALLACE, GEORGE	11	36	8	18	6	6	4	AL
YOUNG, ANDREW	97	96	98	97	6	6	1	GA

THIRD PARTY

CLARK, ED	28	0	62	30	2	2	5	CA
COMMONER, BARRY	97	95	93	95	3	2	3	MA

0 (extremely conservative) 50 (moderate) 100 (extremely liberal) 9 (good/high) 1 (bad/low)